

AMENDMENTS TO THE SPECIFICATION:

Please add the following paragraphs before the paragraph beginning at page 1, line 3 as follows:

Background

1. Technical Field of Example Embodiments of the Present Invention

Please add the following paragraph before the paragraph beginning at page 1, line 9 as follows:

2. Description of Related Art

Please amend the paragraph beginning at page 1, line 9 as follows:

Tactile output from computers has been used to enhance game playing to provide a "feel", for example vibration, thus adding an additional sensory perception to the games. Such outputs have also been used to enable visually impaired people to read documents and to feel drawings and the like. The basic operation of haptics output devices has been described in our Assignee's published co-pending PCT Patent Application published as WO03/007136 which disclosed a method for adapting haptic interface output characteristics to correct for per-person differences in the sense of touch. In a further PCT patent application, publication no WO03/02885 there is disclosed a method of enabling reading of the Moon alphabet by use of a haptics output device. In the transmission of character sets from computers or data stores to haptics output devices there is unlikely to be any time critical activity dependent upon the output signals. However, where game play is involved, particularly if players are competing against

each other or against the machine in a competitive manner, transmission delays of forward or reverse force parameters may have a significant impact on the sensed experience.

Please add the following paragraph before the paragraph beginning at page 2, line 3 as follows:

Brief Summary of Example Embodiments of the Present Invention

Please add the following paragraph before the paragraph beginning at page 3, line 23 as follows:

Brief Description of the Drawings

Please add the following paragraph before the paragraph beginning at page 4, line 7 as follows:

Detailed Description of Example Embodiments of the Present Invention

Please amend the paragraph beginning at page 4, line 7 as follows:

Referring to FIG. 1, in ~~our~~ Assignee's co-pending European patent application number 01305947.2, there is disclosed a method of providing a haptics output representation of a scene stored, for example, as object model data. In this case a processor 1 includes a program responsive to the position of a haptics output device (for example the Phantom 1.0 Haptic Output device from Sense Able Technologies Inc of the USA), to output reaction forces based upon the object model data. The object model data stored in a data store 3 could define textures, surfaces and locations of fixed or moveable objects which could be perceived by a user of the haptics

output interface 2. In some further developments disclosed in the preceding application information held in a data store 4 based upon a player identity 6 allowed player preferences 7 and a gamma correction factor 8 to be used to provide appropriate output adjustment to ensure that different players have approximately the same perception of the output at the haptics output interface 2.

Please amend the paragraph beginning at page 7, line 16 as follows:

Once the latency in each direction has been determined, various methods of countering the latency problem may be used. Some examples of such methods are disclosed in Assignee's ~~our~~ co-pending patent applications nos. EP02254458.9 and ~~concurrently~~ filed U.S. application no. 10/571,780 ~~No GB (our ref A30267)~~.